You may continue to work with your partner on this assignment or work by yourself, whichever you choose.

This project will create three classes that will enable us to make an airline flight list. You are to write the three classes from scratch according to the following instructions. When you are finished with each class, you should run the provided tester class to validate your work.

The first class is a Time class representing a particular hour and minute in the day. The second class is a Flight class that represents a given airline flight. The third class is a Trip class that represents one or more Flights.

Your task is to complete a new project called Flight List that will contain the Time, Flight, and Trip classes that you will write. Download, extract and save the Flight List project files to your computer. You can run the FlightListTest program anytime you want, and it will show you the status of your work so far.

Good luck. Please submit a screenshot of the tester success message when you are finished. Feel free to see me if you have any questions or difficulties in the meantime.

Part A Write the Time class according to the instructions below. Instance variables should be private, while methods should be public.

- 1. Declare two instance variables (both integers), one for hours and one for minutes of the day. We will be using a 24-hour clock (military time) for our purposes, and it is presumed that all time objects are for the same day.
- 2. Write a constructor for Time(int h, int m) that will accept the hours and minutes as parameters.

 Be sure to assign the passed parameters to the hours and minutes instance variables.
- 3. Write a setTime method that (like the constructor) accepts hours and minutes as parameters and will then set the instance variables to those values. This method will change the time of an already instantiated Time object.
- 4. Write a getHours method that will return the hours as an integer value.
- 5. Write a getMinutes method that will return the minutes as an integer value.
- 6. Write an isValidTime method that returns a boolean value. This method checks whether the Time object is set to a valid time of day. Valid hours are between 0 23 inclusive, and valid minutes are between 0 59 inclusive.
- 7. Write a toString method that returns a String description of the Time object. The proper format for the toString method should be "hours:minutes". Challenge: can you format the output so that single-digit hours or minutes have a leading zero (i.e., 5 hours, 3 minutes would be written as 05:03)?
- 8. Write a minutesUntil(Time other) method that returns an integer value of the number of minutes between this Time object and the other Time object. If this Time object is earlier than the other Time object, the returned value is positive. If this Time object is later than the other Time object, the returned value is negative.

Part B - In the same Flight List project, create another class called **Flight**, according to the instructions below.

- Create three instance variables: a flight number, a departure time, and an arrival time. The flight number is a String variable (because it may also include letters), and both departure and arrival are Time objects. This class is not concerned about departure and arrival locations.
- 2. Write a constructor for Flight(String f, Time d, Time a) that will accept the flight number and departure and arrival times as parameters. Be sure to assign the passed parameters to the appropriate instance variables you just created.
- 3. Write a setFlight method that (like the constructor) accepts the flight number, departure time, and arrival time as parameters and then sets the instance variables to those values. This method will change an already instantiated Flight object.
- 4. Write a getDepartureTime method that returns a Time object when the flight departs.
- 5. Write a getArrivalTime method that returns a Time object when the flight arrives.
- 6. Write a tostring method that returns a string description of the Flight object. The description should include the flight number, the departure and arrival times, as well as the length of the flight in minutes.

Part C - In the same Flight List project, create another class called **Trip**, according to the instructions below.

- 1. Create two instance variables, namely a trip description and a list of flights. The trip description is a String variable named trip, and the list of flights is an ArrayList of Flight objects called flights. (You must use those particular variable names, as they are used in the toString method provided below.)
- 2. Write a constructor for <a href="Trip(String t, ArrayList Trip(String t, ArrayList Trip(String t, ArrayList <a href="Trip(String t, ArrayList
- 3. Write the **getDuration** method, which returns the number of minutes (an integer) from the departure of the first flight to the arrival of the last flight if there are one or more flights in the trip. If there are no flights in the trip, then **getDuration** returns 0.
- 4. Write the getShortestLayover method, which returns the smallest number of minutes (an integer) between the arrival of a flight and the departure of the flight immediately after it, if there are two or more flights in the trip. If there is zero or one flight in the trip, then getShortestLayover returns -1. You should assume that the departure time for one flight is later than the arrival time of the preceding flight.
- 5. Write a toString method as follows (copy this code):

```
public String toString()
{
   String t = "The " + trip + " trip itinerary is as follows: <math>\n\;
   for (int i = 0; i < flights.size(); i++)</pre>
     t += flights.get(i);
      if (i < flights.size() - 1)</pre>
      {
         t += "\nThe layover between flights is ";
         t += flights.get(i).getArrivalTime().minutesUntil
                   (flights.get(i + 1).getDepartureTime());
         t += " minutes\n\n";
      }
   }
  t += "\nThe duration of the entire trip is " + getDuration() + " minutes\n";
   t += "The shortest layover is " + getShortestLayover() + " minutes";
  return t;
}
```

If you have completed all of the above steps, run the tester program to verify that everything is correct. If everything is hunky-dory, you will see the message that you have passed the test. Otherwise, keep working on it until you are done. Once again, if you are stuck, please consult with another classmate or see me for help.